

AMIGA CD32™ Commodore



CORE
DESIGN LIMITED

CORE DESIGN LIMITED.

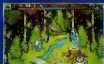
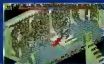
AMIGA
CD32™

CORE DESIGN LIMITED.

AMIGA
CD32™

The evil Loki and his ravaging Hakrai Hordes will soon become too powerful for resistance. It is time for the Gods to intervene before all is lost. Play the role of Heimdall and sacrifice your divinity as you return to the six vast Viking lands known as Yggdrasil in a quest to recover the pieces of the Sacred Amulet and stop Loki dead in his tracks.

Der bösartige Loki und seine wütende Horde hakratischer Krieger werden bald zu stark sein, um ihnen zu widerstehen. Es ist Zeit für die Götter einzuschreiten, bevor es zu spät ist. Übernimm die Rolle von Heimdall und opfere Deine Göttlichkeit, wenn Du zu den sechs weiten Ländern der Wildlager, den Yggdrasils, auf der Suche nach den Teilen des Heiligen Amuletts hinausziehst, um Loki zu stoppen. Kaste es was es wolle!



Il malvagio Loki e i terribili orde di Hakrai saranno fra breve troppo potenti per essere fermate. E' tempo che gli Die intervengano prima che tutto sia perduto. Calatevi nel ruolo di Heimdall e sacrificate il vostro status divino per tornare nelle vostre terre vichinghe conquistate come Yggdrasil e ritrovare i 6 frammenti dell'Amuleto Sacro, fermando così l'avvento di Loki.

Le diabolique Loki et ses terribles guerriers Hakrats sèment la terreur sur les terres d'Yggdrasil Ils deviendront bientôt trop puissants pour que les habitants puissent résister. Seuls les Dieux peuvent mettre un terme à ces ravages. Il est grand temps d'intervenir... Jouez le rôle de Heimdall, sacrifiez votre divinité en retournant parmi les mortels sur la piste de Loki. Parcourez les six vastes Terres Viking à la quête des fragments de l'Amulette Sacrée qui vous permettra d'anéantir Loki.



This product is a registered trademark of Core Design Ltd. It is a trademark of the Video Software Council/Games Software Association. It is a registered trademark of the software industry.



© 1994 Core Design Limited.

© 1994 Core Design Limited.

55 Ashbourne Road, Derby DE22 3FS, Tel: (0332) 297797, Fax: (0332) 381511.

AMIGA CD32™

Commodore

Wendell



GO!

COMMODORE CD32™



FOREWORD

"Before we go on, I'd like you to place this manual on the floor, manoeuvre your right arm over your shoulder, extend your fingers and give yourself a few pats on the back because you've just purchased one of the finest arcade adventures known to man. How do I know? Because I wrote it, that's how.

That last bit is a lie, obviously, I'm too busy being the Editor of The One, Britain's biggest and best Amiga games magazine, to spend time creating high-quality computer games like this. And, besides, God invented people like Jerr O'Carroll and Ged Keaveney, the duo behind Heimdall 2, to do that for us.

I first saw Heimdall 2 when it was nothing more than a few ideas sketched on the back of a beer mat. Rather than reviewing it there and then and mocking-up a few screenshots, we decided to cover the game's development in a three-part Work in Progress. And jolly good fun it was too.

So I now find myself in the rather unfortunate position of being the person most qualified to write the introduction to Heimdall 2's manual. But what can I say: Heimdall 2 is great? Heimdall 2 is the best game ever? I want to marry Heimdall 2?

Whatever I write makes no odds at this stage because you've already bought the game and you wouldn't have done that if you didn't think it was any good. Thankfully, it is. And that's no word of a lie.

There aren't many games I'd endorse personally but Heimdall 2 is a landmark in Amiga entertainment. Enjoy it."

Simon Byron

Editor, The One

LOADING INSTRUCTIONS

Ensure that your CD32 is turned off. Open the lid as normal and place your Heimdall 2 CD into the CD loading tray label side up. Close the lid and turn the power switch on. After a few moments loading will commence.

If you experience any problems please consult your CD32 manual.

STORYLINE

It is the Age of Ragnarok, the Age of a thousand years, that ends with the epic battle between the Gods of Asgard and the outcast former god Loki and his armies.

The Age began when Loki was exiled from Asgard and in revenge stole the weapons of the gods Thor, Odin and Frey. Heimdall, guardian of the rainbow bridge, sacrificed his divinity so that he could walk the earth in search of these stolen weapons. Once his quest was successful, he returned to Asgard with the missing weapons and regained his status as a God. This marked a bitter defeat for Loki, who swore to avenge himself against his eternal enemy, Heimdall.

Two hundred years passed in the Age of Ragnarok. In Midgard, the land of humans and Utgard, the land of strange creatures such as dwarves and giants, Loki's warriors, the Hakrafs, ravaged the land attacking wherever they could, from the smallest village to the largest city. Their attacks always met with resistance, some successful, some not, but the inhabitants of the world, known as Yggdrasil, were weakening and before long the Hakrafs would become too powerful for any to resist at all.

In Asgard, the Gods were concerned. Unable to intervene, they could only watch as events unfolded. What they could not understand was why Loki himself did not appear with his warriors because unlike the other Gods, Loki was able to walk on the earth during Ragnarok. This was because Loki was stripped of some of his powers as a punishment for stealing the weapons from Asgard. This made him less powerful than the other Gods and therefore he did not have the same restrictions as they did.

Another puzzle was the occurrence of a few random and inexplicable incidents. Once, a village was burnt to the ground, but there were no traces of enemy tracks leading to the village. No other villages in the area were touched, and there wasn't a Hakrat within a hundred miles who could have sneaked in and attacked it. The assailants seemed to just appear, burn the village and then disappear.

Eventually, Odin the Allfather gathered the Gods in his Hall to discuss what action, if any, could be taken against Loki. As they talked they realised that if they simply defeated Loki, he would just return and continue his evil as he had done before. What they needed to do was trap Loki in such a way that he could never cause trouble again. But how? As the young Gods discussed ways of trapping Loki, Odin sat deep in thought. After a while he called them to be quiet and rose to speak.

Odin told them of the time shortly after the creation of Yggdrasil, when he and his brothers had just built Asgard, and the rest of the world was still forming into the lands that we now know - Midgard, Utgard and Niflheim. This was the time when Odin first discovered the Hall of Worlds, a magical hall which contains the gates and portals that lead to various points in the lands. Odin used the portals often as an easy and quick means of exploring his new home. As he travelled more, he discovered the destination of each portal, and learnt a little about how the portals operated. There were however, a few strange gates in this Hall which Odin found he was unable to travel through. As he studied these gates further he began to realise that they lead not to places in the worlds of Yggdrasil, but in fact to other Halls in distant parts of the universe. These other Halls were undoubtedly each connected to entire worlds of their own, totally alien to those that Odin knew. Intrigued, Odin was faced with the problem of opening these other gates. Travel through the normal portals was possible by possessing a magic talisman unique to that portal. Each talisman acted like a kind of key and activated the portal for use. Odin had found these talismans in various forms throughout the worlds, so he decided to search once more for a similar talisman that would operate one of these other gates.

Odin's efforts were eventually rewarded when he found a strange talisman in the tower in Niflheim. Returning with it to the Hall of Worlds he approached one of the locked gates in which a shadowy veil appeared, signalling that it was now open. With anticipation he stepped through.

As he adjusted his bearings he saw that he was in a Hall that was similar to the one he knew, but also very different. Looking around he saw that another one of the portals was open, so he strode forward and stepped through it.

The sight that greeted him was breathtaking. Asgard was as beautiful as this land, but he was awe-struck at how different it was. As he explored, he saw some of the inhabitants and disguised himself as one of their kind, so that he could pass unnoticed. As he travelled he came across a huge forest with a clearing in its centre. In the clearing stood a strange looking building. It seemed uninhabited, so Odin entered.

Inside the building, in the centre of its main hall, stood a pedestal that had an amulet mounted on it. This amulet was like none that Odin had ever seen before. While he was standing there, he was suddenly startled by a voice behind him. He spun around and saw before him a man who was no different from the others he had seen. The man greeted Odin, saying that all travellers were welcome, and offered the amulet to Odin as a gift from his people. Odin suspected that this strange man knew that he had actually travelled from another world yet Odin accepted the offer of his gift because he knew that the amulet had magical properties. As he took the amulet down from the pedestal, the man said that he hoped that Odin had enjoyed his visit and, without warning, Odin found himself no longer in the building but standing beside the gate in his own Hall of Worlds. He held the amulet in his hands and, troubled by this strange turn of events, he made his way back to Asgard.

Once in Asgard, Odin and his brothers inspected the amulet to see what its purpose might be. It looked as if it was made to be worn, so they decided that the only way to find out its purpose was to try it on. Odin's youngest brother, Vili, volunteered. As he placed it around his neck he froze, statue-like. To Odin and his brothers, watching in horror, it seemed that Vili had been killed by the

amulet. Quickly they pulled the amulet from their brother and, as it fell, Vili returned to his normal self. Odin still didn't know what this amulet was but now knew it was strong enough to overpower a God. Together they broke the amulet into four pieces and cast each piece through a different portal in the Hall of Worlds. Thus they reasoned that the pieces would be separated from each other and hence the amulet would no longer be a threat. Then they returned to Asgard and put all thought of the amulet behind them.

As Odin finished his story, he sat back in his seat and waited for the other Gods to speak. As they talked, they all seemed to agree that the amulet was the means they were looking for to deal with Loki safely and permanently. There was only one option. As before, one of them had to sacrifice his divinity so that he could walk the earth in search of the amulet pieces. Only then would they be able to reconstruct the amulet and use it against Loki. The next problem was where to search. Odin suggested the answer. He reasoned that, as each piece of the amulet passed through a portal, it would be attracted to the Ro'Geld - the source of all magic in that particular world. Find a Ro'geld and there you would in all likelihood find a piece of the amulet.

The Gods listened and then finalised their plan. One of them had to travel through the portals into each world, find that world's Ro'Geld and see if a piece of the amulet was there. When they had found all the pieces they would then have to find Loki and use the completed amulet to imprison him. The next question was who should go. Heimdall's immediate thought was 'Here we go again' but Odin intervened saying that one of the younger Gods should go this time because Heimdall had gone before. Eventually Baldur, the youngest son of Odin, was chosen. Once again Thor travelled to the edge of Asgard. There he took Baldur and cast him down to Midgard in mortal form so that he could begin his search.

In Asgard, the Gods watched anxiously as Baldur travelled through the lands. Baldur was hindered by the fact that the talismans for some of the portals from the Hall of Worlds had been lost. He not only had to search for the pieces of the amulet but for the missing talisman as well.

As Baldur approached what he thought to be the first Ro'Geld, Loki appeared with a host of Hakrats. Loki had led Baldur to believe that he was approaching a Ro'Geld but it was a trap. Although Baldur was vastly outnumbered, he fought with the spirit and courage of Asgard. Many Hakrats fell before he was finally caught by a strike from Loki himself. Laughing, Loki and his remaining followers left Baldur's body where it had fallen. With sadness the Gods watched as Hela, the ruler of Niffheim, rose up from the ground to claim Baldur's body and take it back with her to her realm.

Odin mourned the loss of his son, but had to think about their next move. Despite the loss, he decided that what Baldur had attempted was still the only way that Loki could be defeated. Another had to go in his place. As soon as he spoke of this, Heimdall stood and volunteered to return. Odin knew that Heimdall was the most likely of all the Gods to succeed, because of his experience and familiarity with being mortal.

Having already lost one of their number to one of Loki's devious tricks, the other Gods insisted that Heimdall ought to at least have someone with him to watch his back. Odin at first disagreed, as no one else had any similar experience of dealing with the mortal's world. Then Thor spoke up pointing out that the Valkyries dealt with mortals all the time. Not only were the Valkyries excellent warriors but their job was conducting those mortals who had died in battle to the Halls of Valhalla. While the Valkyries didn't normally collect such souls directly from the mortal's world but rather from the half-world of the newly dead, some experience was probably better than none. Odin had to concede and a young Valkyrie named Ursha volunteered to accompany Heimdall on his quest. Shortly thereafter, Thor, Heimdall and Ursha journeyed to the edge of Asgard and Heimdall returned once more to the land of Midgard. Only this time he was not alone..

OBJECTIVES OF THE GAME

As the player, you control Heimdall and Ursha in their quest to defeat Loki. Your main task is to find all four pieces of the amulet and use it to trap Loki. In order to find the pieces of the amulet you will need to find the Ro'Geld for each

world. In order to travel between worlds, you will also need to find the talisman to open the portals in the Hall of Worlds. Along the way you should keep an eye out for any of Loki's devious schemes and thwart these wherever you can (after all, you ARE supposed to be the good guys!)

GAMEPLAY CONTROLS

Game Modes:

There are two modes used during Heimdall 2 to toggle between them use the play/pause button.

Game mode: Enables you to control character movement within its own environment

Bar Mode: Activates cursor enabling icon manipulation.

Movement:

Movement: Move the directional pad in the direction you wish to move in.

Hand to Hand Combat (Only applicable when baddies on screen):

Defend: Move the directional pad in the direction you wish to defend and press the left paddle.

Attack: Move the directional pad in the direction you wish to attack and press the right paddle

Throw item/Shout bow:

Requires that items are appropriately equipped and that the Throw Action icon on the control bar is set to 'throw projectile' rather than 'cast combat spell'

Face required direction when at a distance from baddy and press the red button.

Cast Combat spell:

Requires that the desired spell is prepared and selected as the current active spell. Also that the Throw Action icon on the control bar is set to 'cast combat spell' rather than 'throw projectile'

Face required direction when at a distance from baddy and press the red button

Cast Non Combat spell:

Requires that the desired spell is prepared and is selected as the current active spell.

Position cursor with directional pad on the spell rune displayed on the control bar and press the red button

Picking up items:

If the items are on the floor then simply walk over them. If not then stand next to and facing the item and use 'push' action. NOTE: If the current active character has no free slot for items of the required category then the item will not be picked up.

Push/Operate/Give action (Does NOT apply when baddies on screen):

Requires character to be stood next to and facing the required area/item/character. For 'give' action also requires item to be given to be the equipped general item

Use directional pad to move in required direction and press the green button.

Conversation:

At various points in the game you may wish to try talking to other characters. To do so, simply walk up to them. If they want to talk they will. If not you may try again later. What they have to talk about may change as the game progresses.

World Maps

Travel from island to island within a world is conducted using the world map screens. To travel to a particular island, simply press the red button on that island on the map and your ship will sail there. Once there, you can disembark to explore the island by again pressing the red button

Control Bar



a) Heimdall

Active (NO shadow box overlaid).

b) Ursha

Inactive (Shadow box overlaid).

Press the red button on either character to activate them

c) Access backpack

A Skull graphic indicates the character is dead
Go to item screen for current active character's items.

d) Gold counter

PARTY total of gold pieces

e) Weapons or magic

Toggle in game throw action between using projectile weapons or combat spells. A dagger icon indicates throw action shows projectile weapon to be used, a lightning bolt icon indicates throw action causes combat spell to be cast

f) Access spell bar

Enter the spell creation bar

g) Currently selected spell

The 4 runes show the ready for use spell.
Press the red button here to cast spell IF spell is a non combat spell.

h) Current active spells

If for example a shield spell is being used, a shield symbol will be shown here while the spell lasts

The active spell symbols are:

These symbols, once on screen, mean that you have a active spell working.
(See control bar sheet for where they're used in game)



1 PROTECTION



2 MAGIC UP



3 POWER UP



4 PROTECTION FROM POISON



5 " " FIRE



6 " " MAGIC

All these symbols are temporary and the appropriate symbol will vanish once the spell has run out.

i) Ro'geld indicator

This symbol indicates your rough proximity to the nearest Ro'geld. It will change colour on a location by location basis, as you get nearer the Ro'Geld. When you are a long way the Ro'geld, it will be black and using magic will be difficult and expensive. As you get nearer the Ro'Geld it will go through blue, then red, to purple. Purple represents close proximity to the Ro'geld where magic is easier and cheaper than normal. Red represents roughly standard magic conditions.

j) Health Bar

The length of this bar indicates the current active character's state of health relative to their maximum.

k) Mana bar

The length of this bar indicates the current active character's mana relative to their maximum.

Spell Bar



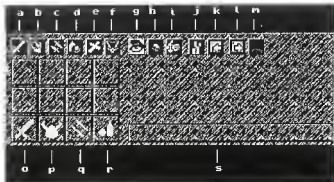
- a) Exit: Once you've finished preparing your selection of spells, press play / pause button to go back to the controlbar
- b) Runes: In these boxes will be placed the runes you find during your journey through the game. Pressing the red button on a rune will place the rune in the next free rune slot of the currently selected spell
- c) Cast spell: Pressing the red button will cast the currently selected spell IF it is a non-combat spell.

The second row of the spell bar is where you actually mix spells. There are 4 spell slots in which a spell can be stored. Inactive spells are overlaid with a shadow box, the currently active spell is not overlaid. To select a spell as the current active spell, press the red button with the cursor on it. To select a spell slot AND clear it at the same time, press the green button when the cursor is on it. Throughout the game you will come across new combinations of runes that enable you to cast new spells. You can also experiment with rune combinations, but be warned that some spells cause you damage if you are not skilled enough to cast them and some rune combinations can have unpredictable effects.

- d) Active spell. This is the spell that will be displayed on the control bar.
- e) Inactive spell.

- f) **Clear spell slot** Clears the currently selected spell slot. Use if you make a mistake creating a spell or if you simply need to make room for a new spell.

Item Screen



General Operation

To do things with a displayed item you must first 'pick it up' with the cursor. When an item is 'picked up', it's name will be displayed in box 's'.

When the cursor is placed over an item slot, the buttons perform the following actions:

Red button: 'Pick up' ALL of item from a filled slot OR 'Drop' ALL of 'picked up' item into empty slot OR exchange ALL of 'picked up' item with all of item in a filled slot.

Green button: 'Pick up' ONE of item from a filled slot OR 'Drop' ONE of 'picked up' item into empty slot.

To exchange items between characters, 'pick' them up with the cursor and press the red button on the control bar character icon for the other character.

To access the items of the other character whilst in the item screen, just press the red button whilst the cursor is on the character's icon and it will switch to their backpack. N.B This is the only way to access the items of a dead character.

Selecting the category of items displayed.

Icons 'a)' to 'f)' select the category of items displayed in the item slots. To select a category, press the red button when the cursor is on the required category icon.

- a) **Hand to hand combat weapons.**
- b) **Armour.**
- c) **Throwing weapons (includes bows)**
- d) **Miscellaneous.** (Food, drink, general items and arrows).
- e) **Holy symbols of the Gods.** These items will help you in your quest at certain points, and can also be of general use eg: with Thor's hammer you'll be able to create lightning spells with greater ease.
- f) **Talisman.** Once found, these will allow you to pass through the other gates in the Hall of Worlds.

Icons 'g)' to 'i)' operate when you have an item 'picked up' with the cursor. All are operated by pressing the red button.

- g) **Look at:** A detailed description of the 'picked up' item will appear in the area below,

- h) **Eat or drink:** 'picked up' item to regain strength and/or mana.
- i) **Discard an item:** Character drops currently 'picked up' item.
- j) **Statistics:** Current character's vital statistics (eg: strength, magic ability etc.) are displayed in the area below.
- k) **Save:** To save your current position find a restart point. these will appear in the hall of worlds after you have completed each world. You must collect this item and then save the game using the control bar in order to restart from this point.
- l) **Load:** Load from previously saved restart point.
- m) **Exit:** Once you've finished with the arrangement of your backpack and are happy with your choice of weapons etc., press the red button here to re-enter the game.

Equipping items for use.

The 4 slots 'n)' to 'r)' are where you place the items of a given category that you wish the character to be able to use.

- n) **Hand to hand combat weapon.** The character will use the weapon placed here to fight with.
- p) **Armour.** The armour placed here will be treated as that actually worn by the character and will contribute to their defence and reduce the damage they take.
- q) **Throwing weapons.** ANYTHING placed in this slot may be thrown using the in game throw projectile action. You may throw projectile weapons or Miscellaneous items.
Exception To use a bow and arrows, equip the bow in this slot and the arrows in the general items slot..
- r) **Miscellaneous.** Items placed here can be given to non-player characters in the game using the push/give action when enabled.

Shops

Throughout the game you will come across shops, within which you may buy or sell goods. As you enter you have the choice of two areas to approach. To the right is the larger of the counters, where you buy items. To the left is the smaller selling counter.

To buy goods

If you wish to buy goods, walk up to one of the three sections of the counter to the right of the door. These sections are:

- a) Weapons (A sword is shown on the counter front)
- b) Miscellaneous (A jar)
- c) Magic (A scroll)

Depending on the type of goods you want, you must approach the relevant area, eg: if you want a sword, you'll approach the weapons area.

The 'keeper' will walk up to you and a screen will pop up showing the shop's stock of goods applicable to that section. Using the up and down arrows on the directional pad you can scroll through the current stock of that shop. The unit price of the goods is displayed beneath each item. To do anything with an item, you have to first 'pick it up' with the cursor (this works in the same manner as when examining the contents of your backpack in the item screen). Once you have an item 'picked up' you can examine it by pressing the red button on the eye icon. To buy the item, simply press the red button on the character icon for the character you wish to possess the item(s) and IF you have enough party gold, the gold will be deducted from your party fund and the item(s) will be added to the backpack of the selected character. NOTE: that character must have a backpack slot available of the required type in which to place the item(s).

To sell goods

If you wish to sell goods to raise gold, or because you simply don't need them, cross to the counter on the left of the shop. A 'keeper' will await you. When you approach him a different window will appear, showing your backpack's contents. The icons at the top of this screen are the same as the item screen and allow access to the different types of items in your pack.

Beneath each item is the unit price the 'keeper' is willing to buy them off you for. If you want to sell items, first pick them up with the cursor and then press the Red button on the sell icon. The item will vanish and the appropriate amount of gold will be added to your party fund.

Once you've finished selling items, leave the window using the exit icon.

Treasure Piles

During the game you'll come across the treasure piles. These are to simply indicate that there is more than one item here. As you move over it or pick it up a window will open that is very similar to the selling screen you find in the shop. The only difference is that there is no price listed beneath each item. If there are more than nine items, you can scroll up and down through them using the up and down arrows on the directional pad. Selecting items and giving them to a particular character is conducted in exactly the same way as in the shop buy screen (except that they cost you nothing!)



Of Magic, Mana, Runes and Ro'Gelds.

A long time past the worlds were created using magic. Even now, magic is the very root of existence of many things. As each world was created, the powerful magical energy (Mana) used in that creation, coalesced into a physical form, A Ro'geld. Each world has it's own Ro'geld that leaks out mana, keeping the world running. The Ro'geld is therefore the source of all magic for a world and the closer you are to it the more powerful magic becomes and the easier it is to manipulate. Being close to a Ro'geld is often no easy feat to manage. If such powerful objects were simply left lying around where anyone could get at them then the universe would probably have ended a long time ago. So over the ages each Ro'geld has either developed or been given it's own set of defences. Some are simply disguised, some are protected by all manner of deadly devices and some are simply difficult to get at but ALL have some form of defence.









Manipulating magic is easy - IF you happen to be one of the Gods. (In which case, you should already know all this!) Mortals however, cannot grasp the whole power of magic at once, it is too much for them. Through generations of arcane study though, they have developed the Runes as a way of harnessing the simple elements of magic while being protected from it's raw power. Each rune symbolises a single thread of the overall nature of magic. When properly inscribed on something the rune harnesses the power of that particular thread of magic and, when used by someone skilled in runelore, can channel mana through that person to produce a magical effect. Combining runes combines different properties of magic and hence different spells are formed.

But be warned! Each person has a tolerance for the amount of mana they can handle and magic can be dangerous to the unskilled. Not dangerous in an active sense (for magic is neither good nor evil and has no will or purpose, it simply IS) but should a user of magic overreach themselves, use unwise combinations of runes, or simply lack the Runelore to control a particular spell then that spell may well backfire and then anything could happen. At the very least the spell caster will have a hangover that Thor himself would wince at! Sometimes, all the Runelore in the world is to no avail and a spell will simply go awry. Fortunately,

such incidents are rare. Most accidents are caused by the magicians themselves and act as a sort of natural selection for the magically talented

The wise magician practices the magic they know. In preference they do so near to a Ro'geld where it is easier to control and takes less effort. In general, the more mana a spell requires, the more Runelore you will need to know to stand a good chance of casting it successfully. However, the saying 'rather a hangover than face a Hakrat' has it's own wisdom. It has been known for a magician with the bad luck to catch a Hakrat sword in the ribs to have the good luck to survive casting a healing spell that they thought beyond their skill,

RUNE LIST

<i>Runes</i>	<i>Name</i>	<i>Magical Significance</i>	<i>Runes</i>	<i>Name</i>	<i>Magical Significance</i>
	Ur	The first rune of power		Winn	Negation
	Tir	The second rune of power		Len	Operation
	Oda	The third rune of power		EpeI	Changing
	Ger	Endurance		LohI	Protection
	SigI	Fire		Alg	Growth
	Hagal	Lightning		Osk	Enchantment
	Beevo	Healing		Thown	Summoning
	Peorth	Detection		Os	Divine
	Eh	Movement		Fcoh	Spirit

HEALING



Lesser Heal Self: This spell will restore a small amount of health to the character casting it

Mana cost 1 Point



DEFENCE



Personal Shield I: This spell creates an invisible magical shield around the caster for a short time. The shield reduces all damage taken but is more effective against normal rather than magical damage.

Mana cost: 6 Points



OFFENCE

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--

--



CREDITS

Obscure Inspiration (Design)	The 8th Day Jerr O'Carroll, Ged Keaveney, Dave Keogh
Non- Alcoholic Inspiration (Addit. Design)	Paul Bolger
Painting by Numbers (but only up to 4) (Graphics)	Jerr O'Carroll
Bug Creation (Amiga) (Amiga Coding)	Ged Keaveney
Bug Creation (PC) (PC Coding)	Dave Keogh
Death by Audio (Music and sound effects)	Martin Iveson & Nathan McCree
Scribbled Instructions (Manual)	Jerr O'Carroll, Ged Keaveney, Dave Keogh
Juggling the Scribbllngs (Manual layouts)	Adrian & Andrew
EEC Food Mountain (Produced by)	Jeremy Heath-Smith
With enormous thanks to...	
Catering	Sharon O'Carroll
Very Rough In-betweener	Paul Bolger
Transport	Cassandra '6-points' Brow
Camera Crew	Mick, Pen & Matt
Stunts Crew	Rick, Rick, G, Al, Matt, Nick and Ed
Location Team (UK)	Trish and Paul
Location Team (Oz)	Peggy and Connor
Subtitles	Spencer and Jenny
Dubbing	Harley and Suzie
Animal Training	Ray and Kerry
Electrician	Ann Roys

Medical Support
Artistic Producers
Research
Casting
Crash Dummies

Kath and Martin
Mum and Dad
Snorri Sturluson
The First Stone
Darren, Troy, Jamie and Davie

Special thanks to.. Mark Watson for unscrambling some of the secrets of
Amiga OS.

Based on the autobiography of Odin Allfather. Photography shot on
location in Iceland.

The actors in this game are professional sprites with years of experience
in dying needlessly. Do not attempt to travel to Asgard without your
parent's permission.

All characters in this game are not fictitious (This game's creators do not
wish to take the chance that they exists and therefore... All hail to Odin,
Lord of Valhalla)

Developed by



55 Ashbourne Road, Derby DE22 3FS.
Tel: (0332) 297787. Fax: (0332) 381511.
© 1994 Gore Design Limited. All rights reserved.

AMIGA CD32™

Heimdall 2

COMPACT
disc



CORE

© Core Design Limited 1994
All Rights Reserved